Explanation Of How Project Meets The Unit Learning Outcomes

Unit Learning

This course's name is Object-Oriented Programming (COS20007), the unit learning is focus on the understanding in Object-Oriented Design Pattern, which is one of the most essential fields in the Information Technology Industry.

According to Swinburne's syllabus, the unit learning outcomes are:
1. Understanding four principles in OOP are: Abstraction, Encapsulation, Inheritance and Polymorphism.
2. Using a object-oriented programming language like C#
3. Explaining the factors that have a great contribution in good object-oriented design.
4. Etc.

How my research project meets the unit outcomes
1. Explaining four principles of Object-Oriented Programming theoretically in my own words (first step in the research's plan)
2. Giving the using of C#, which is an object-oriented programming language
3. Demonstrating class by UML diagram
4. Giving an example of Object-Oriented thinking in real life beside coding aspect